



Rules & Format

Athletic Office 252.329.4550





League Format

Age	Game Format	Preferred Roster	Minimum Field	Size Ball
U-4	3v3 no goalkeepers	6-7 players	30x22	3
U-5	3v3 no goalkeepers	6-7 players	30x22	3
U-6	4v4 with goalkeepers	8-9 players	30x22	3
U-7	4v4 with goalkeepers	8-9 players	30x22	4
U-8	4v4 with goalkeepers	8-9 players	30x22	4
U-9	6v6 with goalkeepers	10-12 players	60x45	4
U-10	6v6 with goalkeepers	10-12 players	60x45	4
U-11	8v8 with goalkeepers	12-14 players	60x45 (BCSC), 80x55 (PLEX)	4
U-12	8v8 with goalkeepers	12-14 players	60x45 (BCSC), 80x55 (PLEX)	4
U-13	8v8 with goalkeepers	12-14 players	60x45	5
U-14	8v8 with goalkeepers	12-14 players	60x45	5
U-15	8v8 with goalkeepers	12-14 players	60X45	5
U-16	8v8 with goalkeepers	12-14 players	60X45	5

- The GRPD/PGSA reserves the right to combine age divisions and genders when appropriate and necessary.

Games and Practices – Weekly Schedule

- U-6 through U-16 will practice and play midweek (Monday - Thursday) and Saturdays for a total of 9 games.
- U4-U5 will play on Saturdays for a total of 6 games.
 - 8/24 – Coaches' Meeting – H. Boyd Lee Park at 6:30 PM
 - 8/31 – Coaching Clinic – H. Boyd Lee Park at 6:30 PM
 - 9/10 - First Day of Practice at Bradford Creek Soccer Complex (BCSC)
 - Week of 9/12 – Practice
 - 9/17 - Practice at BCSC
 - Week of 9/19 – Practice
 - 9/24– First Day of Games at BCSC (**Team Pictures**)
 - Week of 9/26 – Games (U6-U16 only)
 - 10/1 – Games at PGSA
 - Week of 10/3 – Games (U6-U16 only)
 - 10/8 – Games at BCSC (**Team Pictures**)
 - Week of 10/10 – Games (U6-U16 only)
 - 10/15– Games at PGSA
 - Week of 10/17 – Games (U6-U16 only)
 - 10/22 – Games at BCSC, Conclusion of regular season (U6-U16)
 - Week of 10/24 – Single Elimination Tournament (Ages U8-U16)
 - 10/29 – Games, Conclusion of season (U4-U5)

Substitution Patterns:

Remember- Participation for ALL! Substitutions are done on the fly for the younger age groups so time is not wasted. The clock runs during substitutions. We want as much playing time as possible for the kids!



Age	Duration of Game	Fouls	Off Sides	Corner Kicks	Penalty Kicks	Heading	Substitutions	Slide Tackling	Coach on Field
U-4	4 8-minute quarters	All indirect	No	Yes	No	No	Any Time During Play	No	Yes
U-5	4 8-minute quarters	All indirect	No	Yes	No	No	Any Time During Play	No	Yes
U-6	4 8-minute quarters	All indirect	No	Yes	No	No	Any Time During Play	No	Yes
U-7	4 12-minute quarters	All indirect	No	Yes	No	No	Any Time During Play	No	Yes
U-8	4 12-minute quarters	All indirect	No	Yes	No	No	Any Time During Play	No	Yes
U-9	25-minute halves	By FIFA	No	Yes	Yes	No	At Any Stoppage	No	No
U-10	25-minute halves	By FIFA	No	Yes	Yes	No	At Any Stoppage	No	No
U-11	25-minute halves	By FIFA	Yes	Yes	Yes	Yes	At Any Stoppage	Yes	No
U-12	25-minute halves	By FIFA	Yes	Yes	Yes	Yes	At Any Stoppage	Yes	No
U-13	25-minute halves	By FIFA	Yes	Yes	Yes	Yes	At Any Stoppage	Yes	No
U-14	25-minute halves	By FIFA	Yes	Yes	Yes	Yes	At Any Stoppage	Yes	No
U-15	25-minute halves	By FIFA	Yes	Yes	Yes	Yes	At Any Stoppage	Yes	No
U-16	25-minute halves	By FIFA	Yes	Yes	Yes	Yes	At Any Stoppage	Yes	No

- Each player is only permitted to play one quarter (U6-U8) or one half (U9-U16) as a goalie.
- No player may play the entire game unless there are no subs available.

1. Governing Rules

Play will be governed by FIFA rules with the following modifications. FIFA Laws of the Game can be found at www.ussoccer.com/referees. It is the responsibility of the coaches and referees to understand the modification for their age group or matches.

2. Equipment

- A. Shoes – Tennis shoes or soccer cleats must be worn. Soccer cleats must have a one-piece molded bottom. Shoes with metal cleats or hard nylon cleats will not be permitted.
 - Shoes with cleats screwing into the shoe will not be permitted.
 - Shoes with toe cleats (baseball) will not be allowed.
- B. Shin guards – REQUIRED to be worn by all players.
- C. Earrings & Piercings will not be allowed. THERE WILL BE NO EXCEPTIONS TO THIS RULE.

3. Start of Play

- A. For the kickoff, the ball is placed in a stationary position on the center spot. The referee gives a signal for the kick-off and a player of the team kicking off, and then takes a place kick.
- B. Opposing players must be outside the center circle and remain on their own half of the field until the ball is kicked.
- C. The ball must be kicked into the opponents half of the field during the kickoff.
- D. The kicker must not play the ball a second time on the kickoff until it has been played or touched by another player.

4. Ball In and Out of Play

- A. The ball is out of play when it has completely crossed the sideline or end line.
 - i. U4- U5 will put the ball back into play by a kick-in.
 - ii. U6-U8 will put the ball back into play by a throw in. Violations will be called for incorrect technique and player will re-throw.
 - iii. U9-U16 will put the ball back into play by a throw in. Violations will be called for incorrect technique. Player will **not** re-throw.
- B. If the ball completely crosses either end line (except between the goal posts and under the crossbar) it is put back into play by:
 - i. Goal kick if offensive team kicked the ball out of play.
 - ii. Corner kick if defensive team kick the ball out of play.

5. Free Kicks

- A. Indirect free kick – Awarded for technical offenses. A goal cannot be scored directly from an indirect free kick. It must touch one player before a goal can count.
 - i. Indirect kick offenses: kicker playing the ball after they kick it off, free kick. Goal kick, fair charge on the ball when neither is playing the ball, obstruction, dangerous play, violating goalkeeper restrictions.
- B. Direct free kicks – Awarded for penal offenses. A goal can be scored directly from the kick.
 - i. Direct kick offenses: kicking, striking, tripping, jumping at an opponent (or attempting these acts), handling, pushing, dangerous charging and slide tackling (if not allowed)U4-U8 players must be 4 yds from player that is taking the indirect or direct kick
U9-U16 players must be 8 yds from player that is taking the indirect or direct kick.

6. Scoring

- A. One point is scored for the kicking team when the ball completely passes over the end line, between the goal posts and under the crossbar.

7. Additional Players

- A. If you have a player who drops off of your team during the season, please contact the Athletic Office and we will attempt to place another player on your team from our waiting list. Under no circumstance should coaches add players to their team without contacting Athletic Staff. Players who have not registered through GRPD and paid the registration fee **may not** participate in any Future Stars Soccer activities.

8. Ejections

- A. **Player:** If a player is ejected from a game, they must remain on the sideline with their team under the supervision of their coach.
 - i. Any player who is ejected will be suspended a minimum of one game; additional punishment may be given pending review by GRPD staff.
 - ii. Following the suspension, the player and their parent must meet with GRPD staff before being allowed to play in the team's next game.
 - iii. If a player receives a second ejection, he/she will be suspended for the remainder of the season. An additional penalty may be given pending review by GRPD staff.
- B. **Coach:** If a coach is ejected from a game, they must leave the facility within two (2) minutes.
 - i. Any coach who is ejected will be suspended a minimum of one game; additional punishment may be given pending review by GRPD staff. The suspended coach may not participate in any team activities held at a GRPD facility, including games and practices.
 - ii. Following the suspension, the coach must meet with GRPD staff before being allowed to coach the team's next game.
 - iii. If a coach receives a second ejection, he/she will be suspended for the remainder of the season. An additional penalty may be given pending review by GRPD staff.
- C. **Ejection Review Process:** Within 48 hours of a player or coach being ejected, the Athletic Staff will initiate a review process to determine if a greater penalty needs to be assessed. The review process will consist of:
 - i. Gathering written reports and documentation of the events that took place from individuals who were involved; this may include the site supervisor, game officials and other players or coaches.
 - ii. Reviewing of all documentation by GRPD staff to determine the severity of the penalty.
 - iii. The ejected person will be informed by Athletic Staff of the penalty.
 - iv. Please refer to the "Coach's Code of Conduct" section of the Volunteer Coach's Handbook for information regarding the review process for ejections.

9. League / Division Standings (U8 – U16 Only)

- A. League/division standings will be updated weekly and automatically post to webtrac.greenvillenc.gov. Please check the standings to make sure scores have been entered correctly.
- B. Ties will stand in the regular season.
- C. In the event teams are tied at the end of the regular season, the following tie breakers will be used:
 - i. Soccer points (Win = 3, Tie = 1, Loss = 0)
 - ii. Win percentage
 - iii. Head to head
 - iv. Goals allowed
 - v. Goals scored
- D. Brackets and finalized standings will be provided to coaches before the start of the tournament.

10. Inclement Weather

- A. In the first instance of games being cancelled by Athletics staff due to inclement weather, games will **not** be rescheduled. If games are cancelled for a second time by Athletics staff, games will be rescheduled as soon as possible. Games may be rescheduled for Sunday afternoons and throughout the week.
- B. Rainedout.com will be used to update those who sign up to receive game cancellations via text message. **Steps to sign up are below:**
 - Go to www.rainedout.com
 - In the search bar type in "GRPD"
 - Click on "GRPD Athletics"
 - Click on "Sign up now for mobile alerts"
 - Enter your information. Select all of the programs you would like to receive updates for. Agree to the terms of use and click "create account"
 - Validate your phone number or e-mail address by typing in the verification code sent to you as a text message or reply to your e-mail notification.
- C. The GRPD Weather Hotline, 252.329.4299, will be updated as soon as games are cancelled.
- D. Coaches will be contacted as soon as possible, by email only, in the event of game cancellations.

****Tournament Rules****

During the post season tournament for age groups U8-U16, regular season rules will apply in addition to age group specific overtime rules which are listed below.

U8 Age Group

Overtime will be played at half the time of one quarter (6 minutes), with the winner being determined by golden goal. If neither team scores, a second overtime period will be played at half the time of one quarter, with the winner being determined by golden goal. In the event both overtime periods are played without a player scoring, a penalty shoot-out will determine the winner.

- Procedure for penalty shoot-out:
 - Any 3 players are eligible for the shoot-out. Teams will take turns from the penalty mark until each has taken 3 kicks or one team has outscored the other and the score is out of reach.
 - It is *not* required that the same player act as goalkeeper throughout the shoot-out.
- If the game remains tied after the penalty shoot-out, the game will go into sudden death.
 - Sudden Death: One player is chosen per team, if one player scores and the other player does not score then the match is complete. If either player scores or neither players score, the next round of sudden death will continue until a winner has been decided.

U10 – U16 Age Groups

Overtime will be played at half the time of one half (12 ½ minutes), with the winner being determined by golden goal. If neither team scores, a penalty shoot-out will determine the winner.

- Procedure for penalty shoot-out:
 - Only players who were on the field at the end of the overtime period are allowed to participate in the shoot-out. Teams will take turns from the penalty mark until each has taken 5 kicks or one team has outscored the other and the score is out of reach.
 - It is *not* required that the same player act as goalkeeper throughout the shoot-out.
- If the game remains tied after the penalty shoot-out, the game will go into sudden death.
 - Sudden Death: One player is chosen per team, if one player scores and the other player does not score then the match is complete. If either player scores or neither players score, the next round of sudden death will continue until a winner has been decided.